

# NINJA SPIRIT™



TURBO  
16  
GRAFX

## Thank You

...for Buying this Advanced TurboChip Game Card, "Ninja Spirit."



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem  
TurboChip™ Game Card

### WARNINGS

- 1 Be sure that the power is turned off when changing game cards.
- 2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
- 3 Do not forcibly bend your TurboChip game cards.
- 4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
- 5 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.

## Follow the Path of the Ninja!

Right before your eyes, your father was murdered. Now, raised in the ways of the Ninja, you seek revenge! But who is the half-man half-beast who attacked your father during the night? You know only that it is another Ninja. There is no time for grief. Go now! Follow in the path of the Ninja. Destroy your enemy and his evil followers while you unravel the mystery of your own birth. You are "Moonlight," the avenging Ninja Warrior!

### Object of the Game

You control the character "Moonlight" in your quest to find and destroy the evil Ninja who murdered your father. You must proceed through all seven stages of the game while defeating the followers of the dark side along the way.

**Note:** Ninja Spirit can be played by one or two players. For two players, a TurboTap and one extra TurboPad are recommended, but not required. It is possible to alternate between players using one TurboPad.

### Inserting the TurboChip Game Card

- 1 Remove the TurboChip game card from its plastic case.
- 2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click. Do not bend the game card or touch its metal parts as this could erase the program.
- 3 Slide the Control Deck Power Switch to the "ON" position. If your game card is not inserted properly, the Power Switch will not move all the way to the right.
- 4 The title screen of "Ninja Spirit" should appear on your television.

## Getting Started and Choosing Your Options

### Getting Started

From the Title Screen, press the RUN Button to make the Mode Selection Screen appear. Using the Direction Key to indicate your choices and Button I to enter your selections, choose the following:

### GAME START

Do not select "GAME START" until you have chosen all of the options shown below. Save this selection for last since it will start the game.

### 1 PLAYER/2 PLAYER

Press Button I to choose either "ONE PLAYER" or "TWO PLAYER."

### PC-ENGINE MODE/ARCADE MODE

Press Button I to choose either "PC-ENGINE MODE" or "ARCADE MODE." In the PC-ENGINE MODE, you begin the game with five energy points. In the more difficult ARCADE MODE, you begin the game with only one energy point. No matter which mode you choose, you begin the game with three lives.

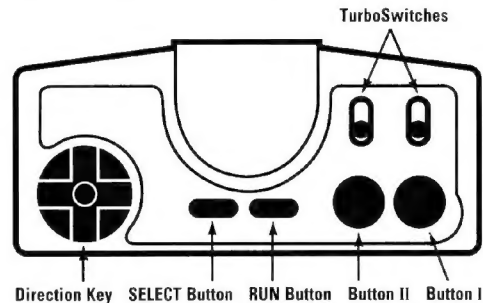
### SOUND TEST

Press Button I and the BGM (background music) selection screen will appear. Use the Direction Key to indicate your music choice and press Button I to enter your selection. Press the RUN Button to return to the Mode Selection Screen.

## Controlling the Movements of Moonlight

The movements of Moonlight are controlled using your TurboPad controller. Mastering its operation is critical to your success in

defeating the evil Ninjas of the dark side. Basic TurboPad components and operation are shown below



### Direction Key

Press LEFT or RIGHT to move Moonlight left or right. Press DOWN to make him crouch.

### SELECT Button

Press to select weapons during the game. Also, press the SELECT Button while holding the RUN Button down to reset the game.

### RUN Button

Press to start, pause or "unpause" the game.

Also, hold the RUN Button down and then press the SELECT Button to reset the game.

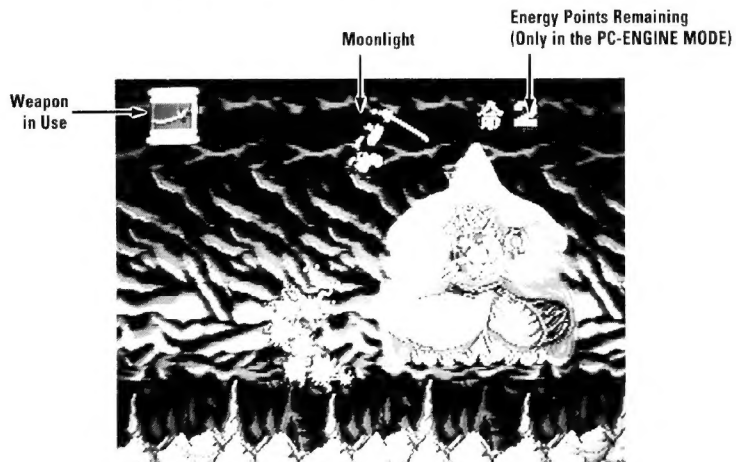
### Button II

Press to jump or press and hold for longer jumps.

### Button I

Press to attack.

## Screen Displays



## Stages of the Game

Ninja Spirit is made up of seven stages. In order to accomplish your quest and defeat the evil Ninja, you must skillfully conquer each of these stages.

### Stage 1-"Asura"

Moonlight swears revenge on his enemy and slips out of the ruined temple where he was born and raised. Evil Ninjas attack, and a statue of the Guardian Deity of the Temple (the King of Asura!) stands in the way.

### Stage 2-The Two-axed Ogre

Here you leave the forest and cross a valley. You must avoid the Red Ninja's bomb attack and free yourself from the Ogre's Fire Ring. To advance to the next stage, you must defeat the Two-axed Ogre, who skips around brandishing his savage axes.

### Stage 3-"Hanzo" the Fiend

Next, a fight to the death unfolds before the light of the moon. The Ninja Rifle Corps appears. Next, the Ghosts of Fugitive Warriors emerge from the shadow of a dead tree. Hanzo the Fiend attacks!

### Stage 4-Den of Demons

Dodge the sickle and chain of the Chain Ninja, then sneak underground. The trick ceiling drops down and crushes you! Who on earth can destroy the two enchanted stones?

### Stage 5-The Tribe of the Nine Wind Demons

Now you must avoid your enemies and dash up the sheer cliff. When you reach the top, look out for the Evil Wind. The Tribe of Nine Wind Demons appears, riding on a gigantic kite!

### Stage 6-Thunderclouds

Thunder reverberates in the inky, flowing sky and a wave of enemies attacks. The Ghosts of Fugitive Warriors attack!

### Stage 7-The Bloody Battle

This is the final battle! In an eerie cave, shrouded in mystery, you have the feeling that something terrifying is approaching! Is this the end?

## Weapons and Power-up Items

### WEAPONS

Several weapons will be made available to you during your quest. To change weapons, press the SELECT Button during the game. Then, increase your weapon's power by obtaining power-up items!

**Note:** When choosing your weapon, please note that weapons with increased power appear with a red background.

#### Righteous Cloud-the Magic Sword

Can be used to attack in four directions. Also effective against an enemy throwing knives and bombs. Increase your power to increase your sword's range of attack!

#### Swirling Leaf-the Throwing Knife

Can be used to attack in sixteen directions. Can be thrown in succession. Increase your power and you can throw three knives at once!

#### Bamboo Thunder-Bomb

Can be used to attack in eight directions. This weapon has tremendous destructive power. With increased power, you can throw bombs in succession!

#### Rising Dragon-Sickle and Chain

Can also be used to attack in eight directions. Effective at long ranges. Good for defending against an enemy throwing knives and bombs. With increased power, this item allows you to stage a "gyrating" attack!

### POWER-UP ITEMS

Watch for orange Ninjas! They carry the following power-up items:

#### Sacred Treasure-Blinking

Increases the power of the weapon that you are using. Do not pass this item up!

#### Destructive Magic-Red

Wipes out all of the enemies on the screen. Use this item when you are in a tough situation!

#### Alter Ego-Blue

When your Alter Ego appears, your attacking power increases. You can increase your power up to two spirits.

#### Wheel-of-Fire-Yellow

Places a wheel of fire around Moonlight which damages any enemy who touches it.

## Evil Ninjas of the Dark Side



#### Black Ninja

His sword cuts through the ceilings of the Den of Demons.



#### Ghost of a Fugitive Warrior

This ghost will not rest until Moonlight is defeated.



#### The Ninja Wolf, "White Rain"

He leaps through the air readying his jaws of death!



#### Mr. Ryuichi One-Sword Wind Demon

One member of the Tribe of the Nine Wind Demons.



#### Mysterious Monk

Watch out for his spinning sword. It drains all of Moonlight's remaining energy.



#### Hanzo the Fiend

He wields great power with his magical broadsword.



#### Two-axed Ogre

This ogre can climb and leap from tree to tree!



#### Earth Ninja

This is Moonlight's most common enemy. He can be found almost anywhere!

## How to "Continue" and Playing Tips

### How to "Continue"

Ninja Spirit is based on the "damage" system. Depending on the mode you select, you begin the game with one or five energy points and a total of three lives. Each time you are hit by an enemy, you lose one energy point. When you run out of energy, Moonlight dies. When Moonlight has no lives left, the game is over.

### Playing Tips

When playing in the PC-ENGINE MODE, do not let your guard down just because you have five energy points. There are some enemies who can knock you out of the game with a single blow!

Study each opponent's strengths and weaknesses. Change weapons often and be

However, once the game is over, the "Continue" screen will appear. Use the Direction Key to select CONTINUE and press Button 1 to enter your choice. This returns you to the beginning of the last stage where you were playing.

sure you use the most effective weapon against each opponent!

Be sure to use your sword or sickle and chain to defend yourself against enemies throwing knives, bombs and bullets.

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This instruction manual is a digitalized version of the one included with the game's original release. It may contain content that is considered inappropriate by today's standards, but we have kept editing to a minimum in order to preserve the atmosphere of the original.

It may also contain features and controls that cannot be used with this product, or contact information that is no longer valid.

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